

**FREE! STC TATTOOS FOR A COOL NEW YOU.**

# Sonic the comic

starring  
**SONIC**  
THE HEDGEHOG

# CRACKED!

ROBOTNIK'S BIG CHANGE!



# CONTROL ZONE

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.



## Welcome Screen

Hey, Boomers!

Don't be fooled! This issue's cover date may make you think you're in for a big wind up but you're not. No siree bob, STC is serious... serious about bringing you another totally nerve-shattering issue of the U.K.'s Top Video Game Comic!

For starters we've got our coolest free gift yet - tattoos to mark you out from the crowd as a Sega maniac and STC Boomer! They're temporary, they're safe and they tell the world you're not someone to be messed with!

Check out Doctor Robotnik's 'new look' opposite. Who's he kidding? Do you think he looks more 'impressive'? Let STC know.

**Wonder Boy** returns for a whole new series and a whole new world - 'Ghost World'. Imagine Jurassic Park meets Ghostbusters and you won't even be close to the problems Shion will be facing!

Storming newagents everywhere is STC's new **Eternal Champions Special**. It contains three new strips - including the origin of The Champs - plus profiles, a list of every game move for every character - and more! It's the ultimate for any true fan of Sega's trans-time superteam.

And finally, it has been announced that **Sonic The Hedgehog** will soon be appearing in a big budget, live action Hollywood movie. Major stars like Tom Cruise, Jack Nicholson and Dustin Hoffman are reportedly so keen to get the starring role that they have dyed themselves blue and stuck spikes on their heads! \*April Fool!

*Megadroid*

That last paragraph should only be read before noon on April 1st, otherwise I'll look like a total fool. Now we can't have that, can we Boomers? Er, I said...

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designers:** Clare Gilmore
- **Cover Arts:** Carl Flint
- **Managing Editors:** Steve MacLennan
- **Publisher:** Chris Power

## Total Coolness With STC's TTC\*

### \*Titanic Tattoo Collection!

Mark yourself out from the crowd with the **Titanic Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K.'s top-selling video game comic - STC. Designed to let you show off that you're an STC Boomer, a Sega player and a major Sonic fan - all in one!

### HOW TO USE YOUR STC TATTOOS:

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin. If not re-wet the backing paper and press down again.
6. Once the backing paper is removed - you're Titanic Tattooed!
7. Repeat steps 1 - 6 for each tattoo required.

### HOW TO REMOVE:

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

### PLEASE NOTE:

These tattoos are safe, non-toxic and easily removed. Real tattoos are not. They can permanently mark you and lead to all kinds of skin problems. For this reason if you like the look of tattoos, stick to removable ones only - they are fun and harmless. You know it makes sense.

## The Sega Charts

All the chart action for all the Sega systems in every issue of STC.



### MEGA DRIVE

- 1 — ALADDIN
- 2 — SENSIBLE SOCCER
- 3 ~~TOP~~ ETERNAL CHAMPIONS
- 4 ▼ SONIC SPINBALL
- 5 ▲ MORTAL KOMBAT
- 6 ▼ STREETFIGHTER 2 CHAMP ED.
- 7 ~~TOP~~ WINTER OLYMPICS
- 8 — JUNGLE STRIKE
- 9 ▼ TOE JRM & EARL 2
- 10 ▼ ZOMBIES

### MEGA CD

- 1 — LETHAL ENFORCERS
- 2 ▲ SONIC CD
- 3 ▲ THUNDERHAWK
- 4 ▼ NIGHT TERRP
- 5 — SILPHEED
- 6 ▲ WONDER BOG
- 7 — ECCO THE DOLPHIN
- 8 — SEWER SHARK
- 9 ▲ FINAL FIGHT
- 10 ▲ BATMAN RETURNS

### MASTER SYSTEM

- 1 — SONIC CHAOS
- 2 ▲ JUNGLE BOOK
- 3 ~~TOP~~ ALIEN 3
- 4 ~~TOP~~ SPIDER-MAN
- 5 ▼ MORTAL KOMBAT
- 6 ▼ DESERT STRIKE
- 7 ~~TOP~~ PGR TOUR GOLF
- 8 ~~TOP~~ CALIFORNIA GAMES
- 9 ▼ OLYMPIC GOLD
- 10 ~~TOP~~ TECHNO WORLD

### GAME GEAR

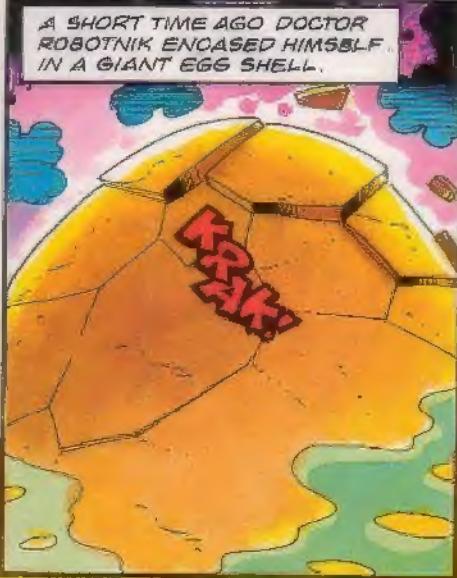
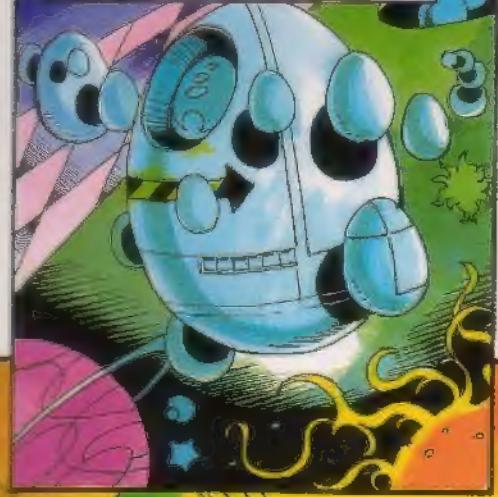
- 1 ▲ SONIC CHAOS
- 2 ▼ DESERT STRIKE
- 3 ~~TOP~~ OLYMPIC GOLD
- 4 ▲ F1
- 5 ▼ BATMAN RETURNS
- 6 ▼ JUNGLE BOOK
- 7 ~~TOP~~ COOL SPOT
- 8 ~~TOP~~ MORTAL KOMBAT
- 9 ~~TOP~~ WINTER OLYMPICS
- 10 ▼ SHIBORI 2

Published every other Saturday by Chestnut Editions (A), Broadmead House, 25/27 Finsbury Plaza, London EC2M 7RQ. Tel: 071 346 8500. Sonic The Comic cannot be sold for more than the selling price shown on the cover. Printed in Great Britain by Farnhamgate Ltd., Farnham. Comix published by Chestnutgate Publishing Division Ltd., Finsbury, London EC2M 7RQ. Copyright © Chestnutgate Publishing Division Ltd. 1991. Copyright © Sega Computer Limited. Licensed by Copyright Clearance Center, Inc. Reproduction without permission strictly prohibited. Distributor: Comix Marketing, Finsbury Road, New Preston, Middle LD7 7QE. Tel: 0603 660085. Advertising rep: Megadroid Marketing, Finsbury Road, New Preston, Middle LD7 7QE. Tel: 0603 660087. Advertising rep: Megadroid Marketing, Finsbury Road, New Preston, Middle LD7 7QE. Tel: 0603 660087.

THE SPECIAL ZONE: LOCATION OF DOCTOR ROBOTNIK'S CURRENT BASE OF OPERATIONS.

A SHORT TIME AGO DOCTOR ROBOTNIK ENCASED HIMSELF IN A GIANT EGG SHELL.

NOW SOMETHING STIRS...



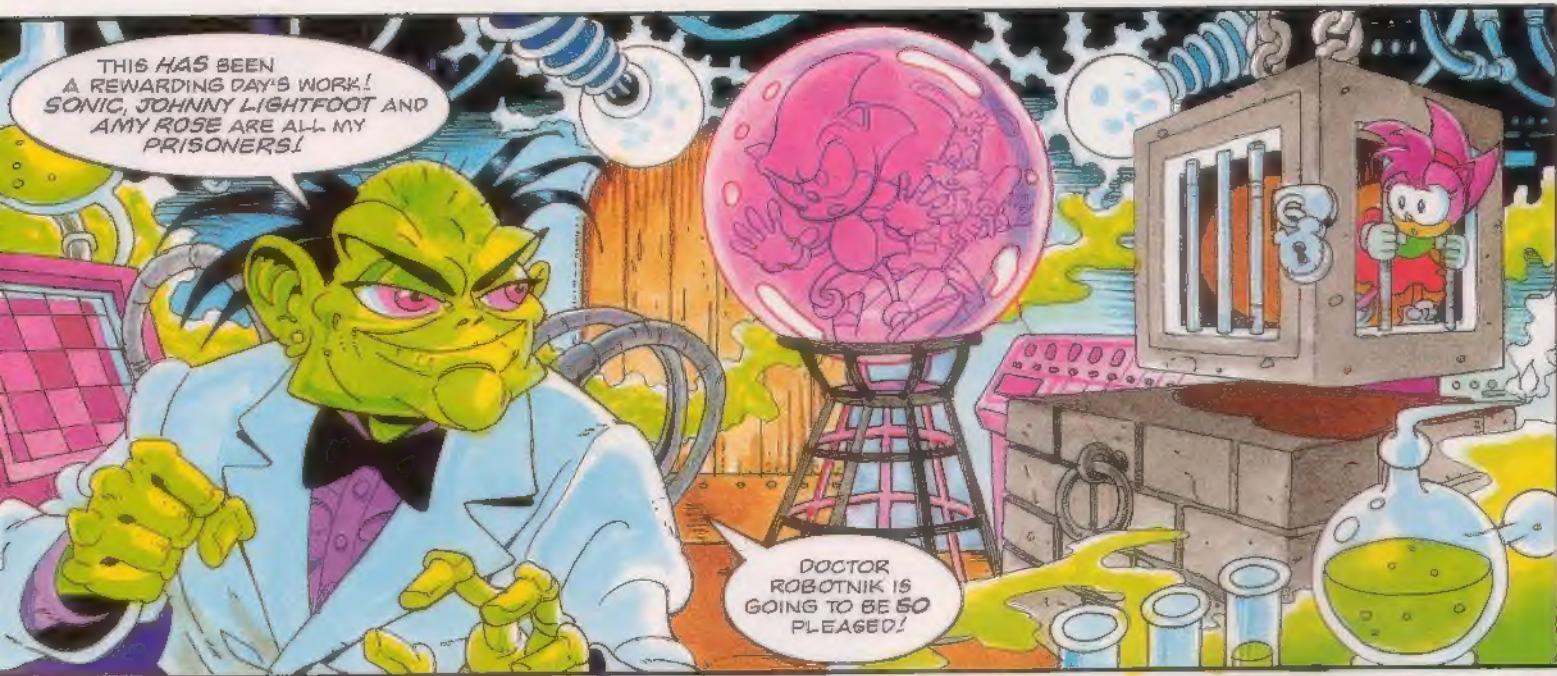
DOCTOR  
ROBOTNIK HAS  
CHANGED!

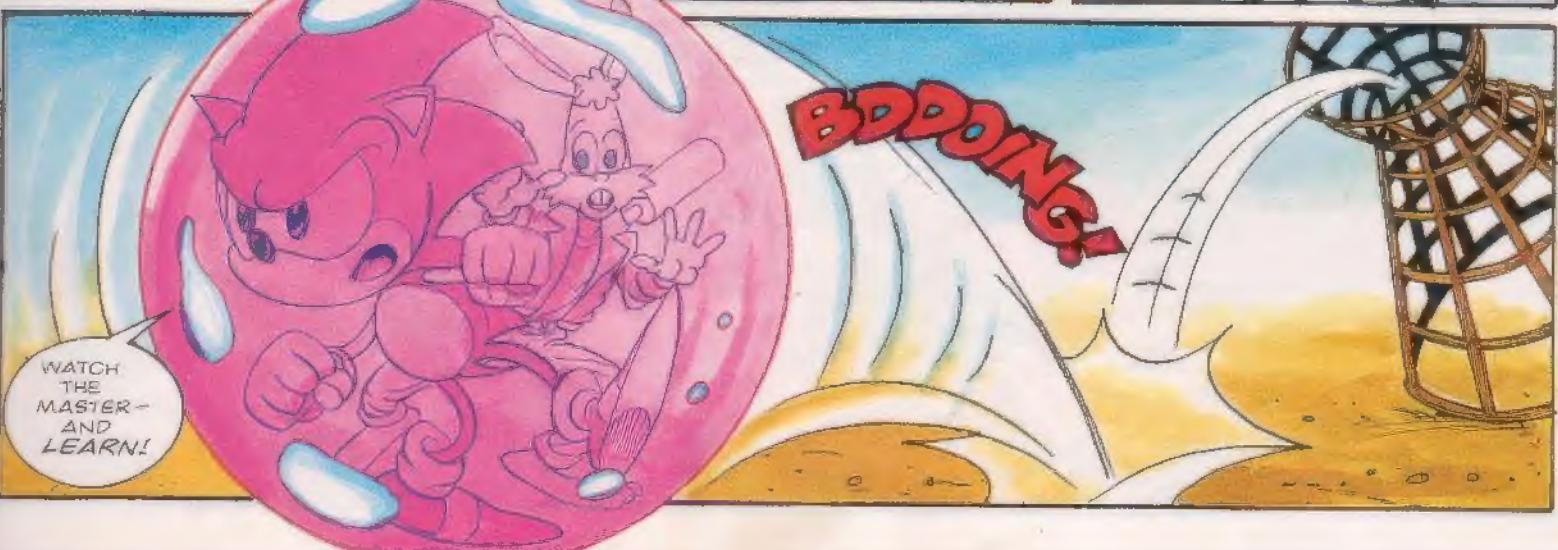
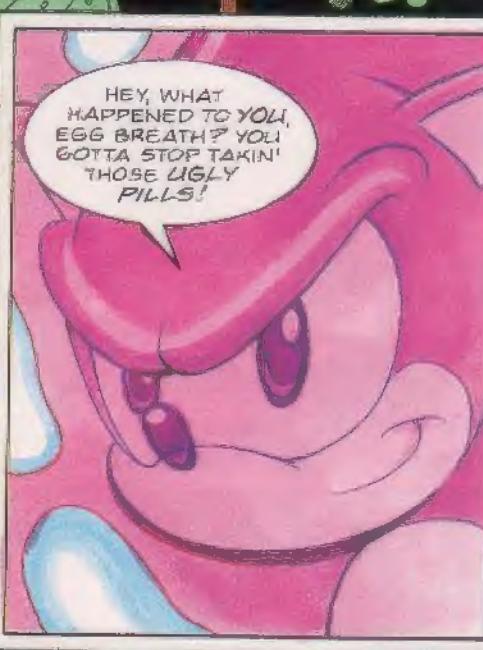
I FEEL  
DIFFERENT... MORE  
POWERFUL... MORE  
DEADLY... MORE  
ROTTEN THAN  
EVER!

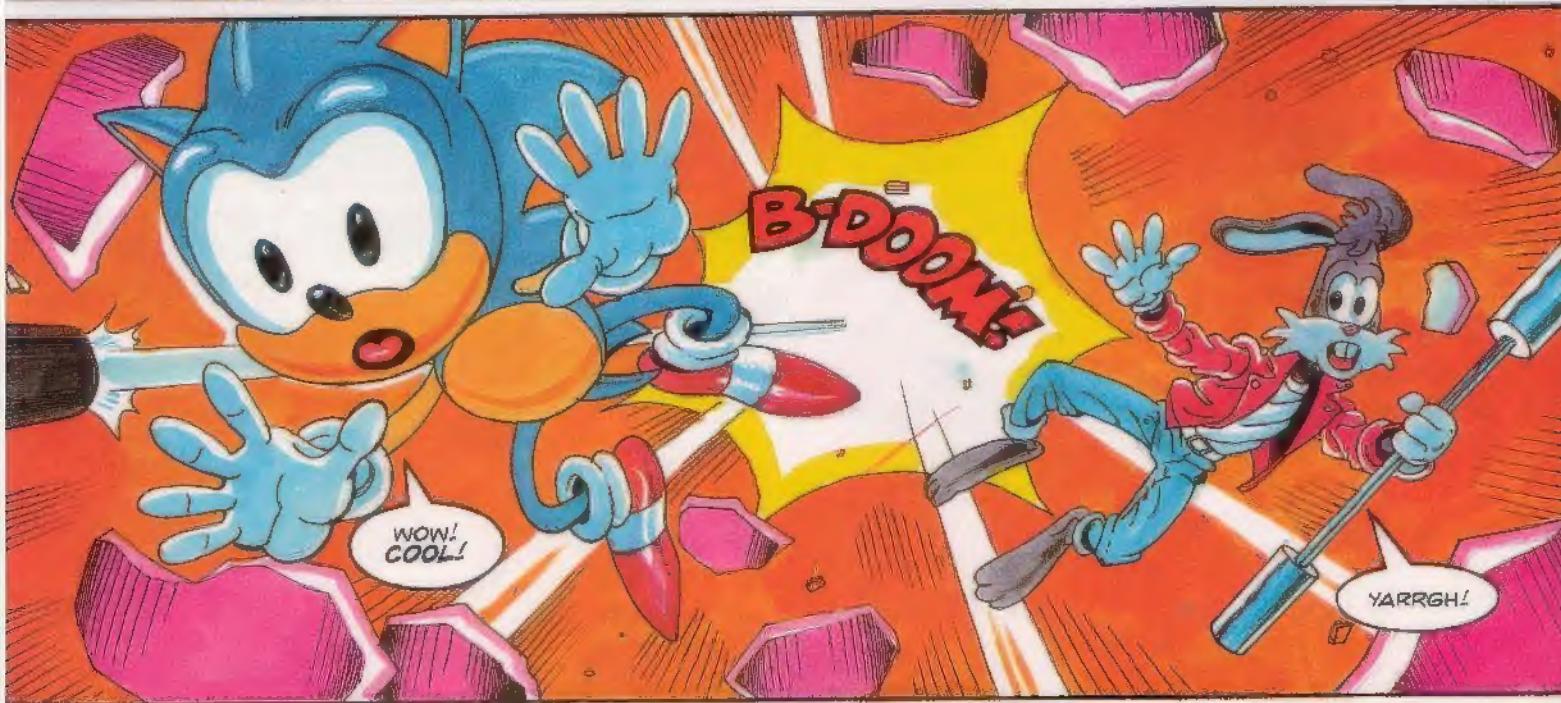
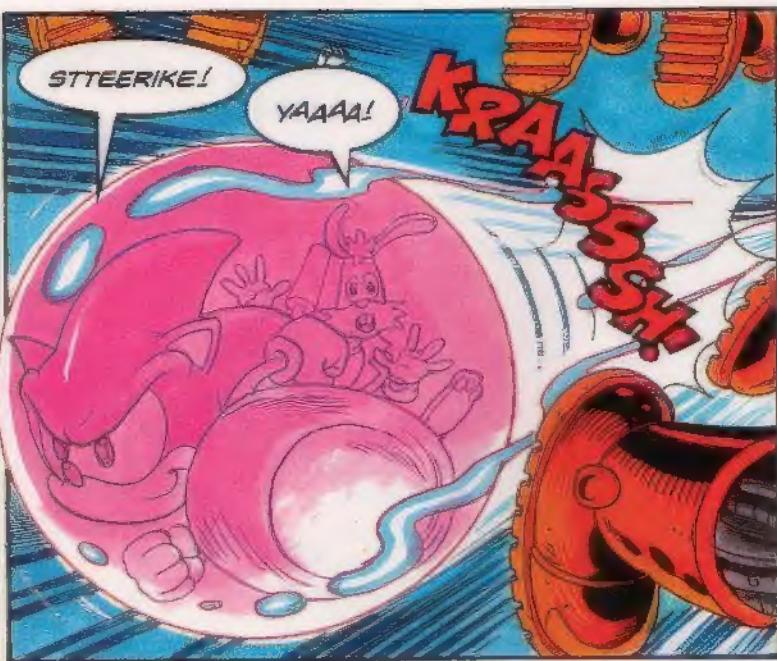
# Sonic

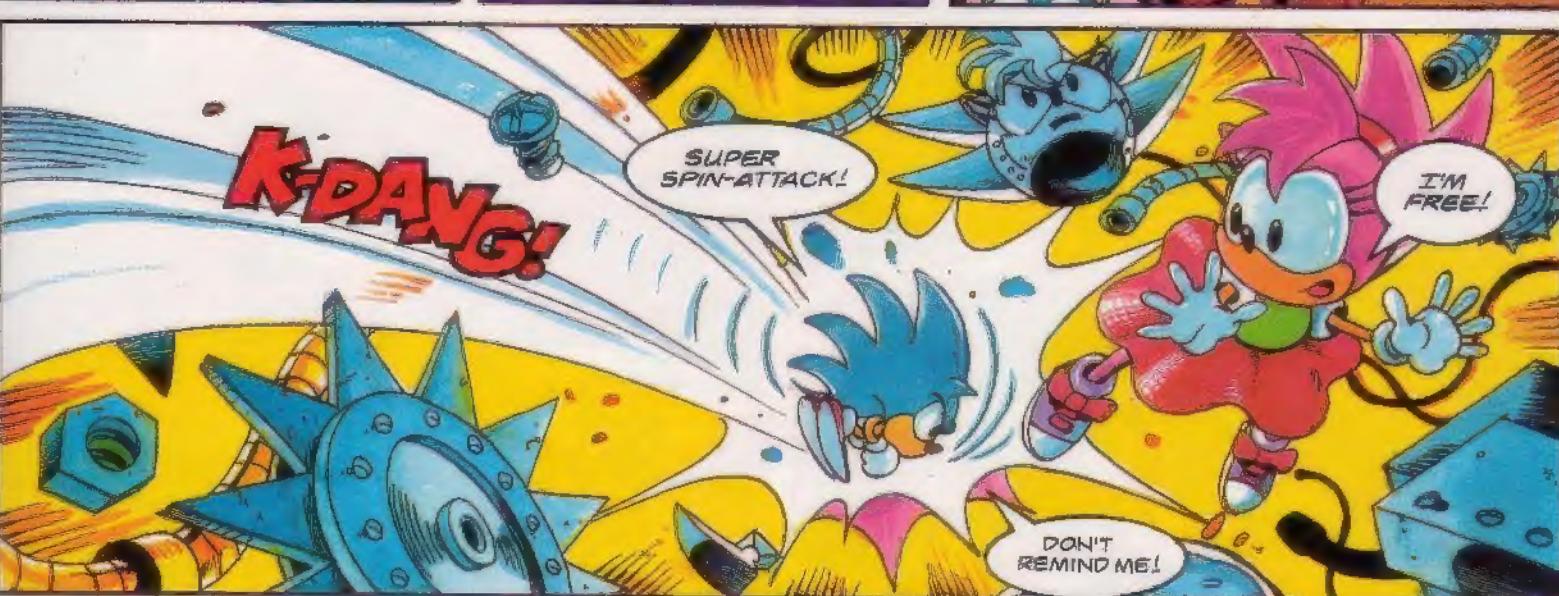
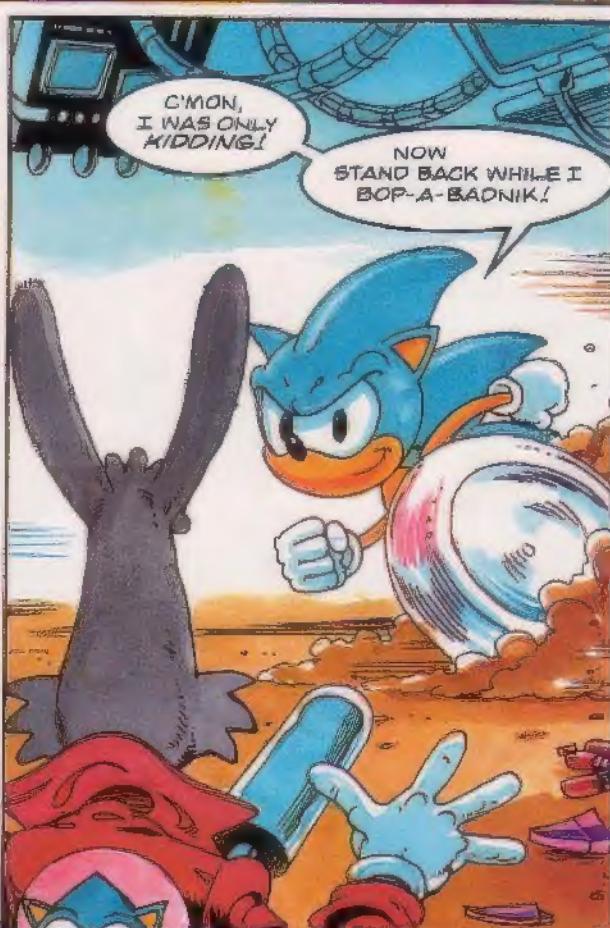
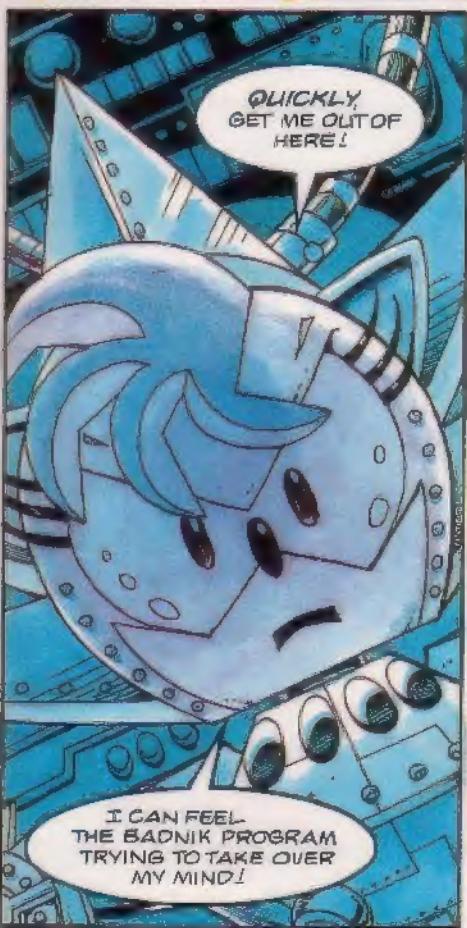
THE HEDGEHOG

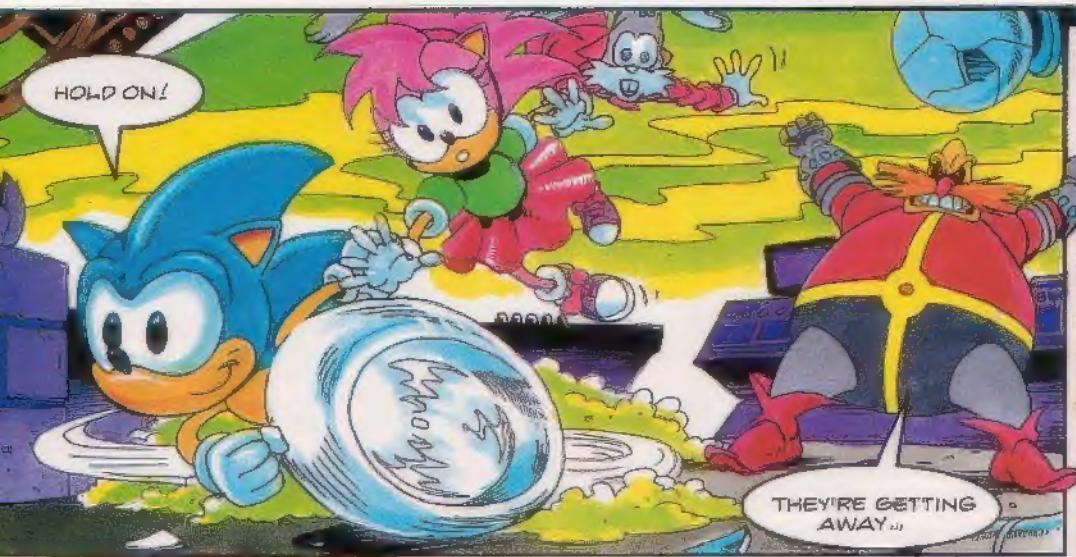
GIRL TROUBLE PART 2



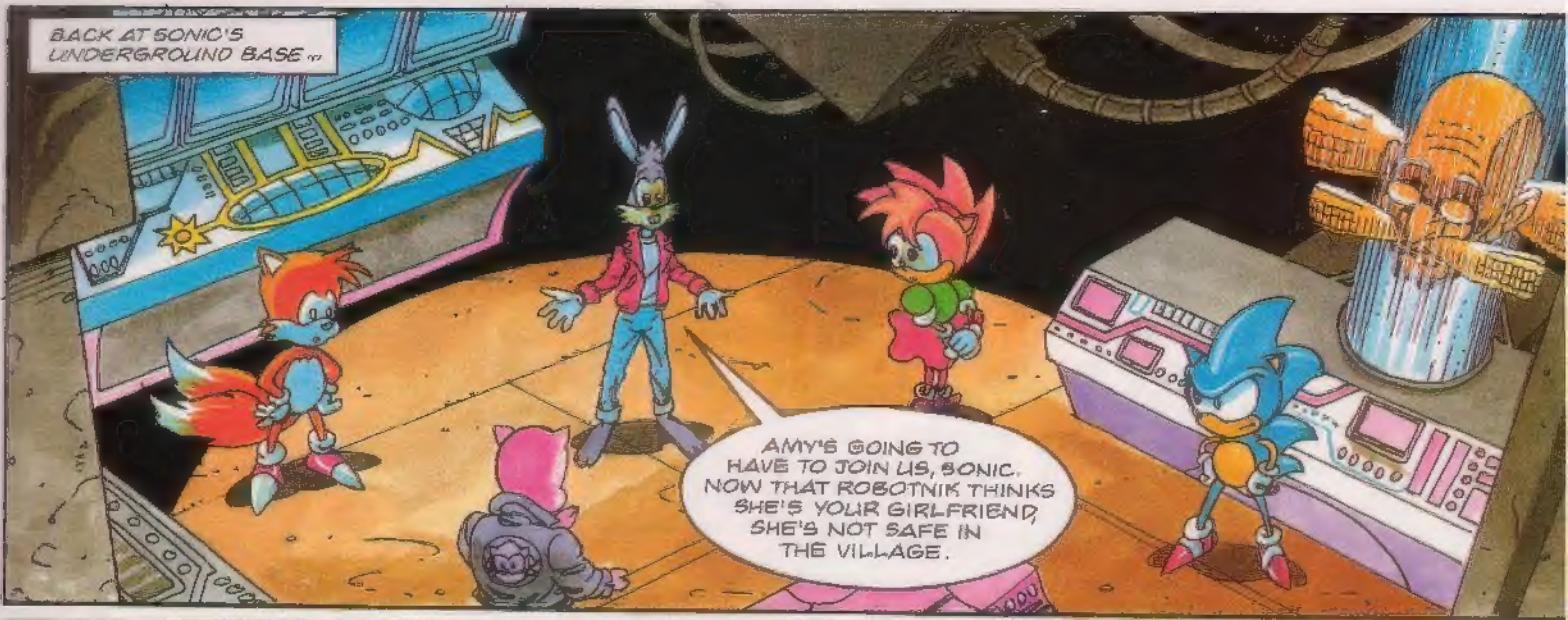








BACK AT SONIC'S  
UNDERGROUND BASE...



OKAY,  
BUT GET  
THIS STRAIGHT  
AMY, YOU  
ARE NOT  
MY GIRL-  
FRIEND!

ALL RIGHT SONIC,  
IF YOU SAY SO... I'M NOT  
YOUR GIRLFRIEND...

NOT YET,  
ANYWAY!

ELSEWHERE, DARK DEEDS  
ARE BEING HATCHED.

THE FINAL TESTS  
ARE POSITIVE, DOCTOR  
ROBOTNIK!

YES! EVEN  
SONIC WILL BE NO  
MATCH FOR...

"OPERATION  
METALLIKI"

NEXT ISSUE: MEET  
CAPTAIN PLUNDER!

# REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.  
STC Reviewers this issue:  
Jenny Fromer/Nick Pratz & David Gibbon.

## WINTER OLYMPICS

game type: SPORTS SIMULATION  
1-4 PLAYERS



Welcome to the 1994 Winter Olympics in Lillehammer, made up of 10 events of alpine endurance and speed. Your mission (should you choose to accept), is to compete against top athletes from around the world. To begin, you can elect to enter all 10 events, or a select few, which range from downhill skiing to the bobsleigh.

This cart is so dated that to compare it to other sims one would have to go back five years to the likes of California Games and Track and Field. Back to the future, and there is very little improvement.

For a start, the downhill and slalom courses are way too similar and leave no room for error. Perspective and graphics are truly 8-bit. There is no feeling of speed and you come upon emerging screens sight unseen which makes it all but impossible to line up for approaching obstacles. The bobsleigh and luge run on exactly the same course, which makes for exactly the same race. While the biathlon and moguls are not for gamblers with arthritic finger joints.

The main problem is the method of control - it differs from one event to the next - which includes much button tapping and wagging of the joystick. Using a souped-up joystick with turbo buttons might make this game slightly easier. Either way though, it's not exciting enough to hold the attention of most players for long.

That said, there is a modicum of fun to be had from the ski jump (the control functions are better placed), and the 1-4 player option which lets you ignore the computer and take on your friends. The graphics are at their best during the opening and closing ceremonies, but odds are you'll opt to scan quickly through these.

It's a shame *Winter Olympics* isn't a better game. It's

ultimately release points to the untrapped potential. In the end only hardcore sports fans will get anything much from the experience.

- JF/NP



46.7 KPH



Mega Drive



Master System



Mega CD



Game Gear

### STC Rating System

under 40% - Yamawave
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

## FAST FAX

PUBLISHER PRICE  
US GOLD £44.99

### GRAPHICS

70

### SOUND

70

### PLAYABILITY

65

### RAVES GRAVES

Some fun to be had from the more-than-one-player mode.

### OVERALL

68%

## DINO BASHER

game type: PLATFORM  
1-2 PLAYERS



If you've ever fancied living in the Stone Age and hitting Dinosaurs over the head all day, then you just might enjoy this new release from Codemasters.

In *Dino Basher*, you take the part of the infamous Bignose the Caveman, and the idea is to get through four islands, collecting bones and rocks, to help Bignose catch his dinner (a bit like going to your local supermarket really!).

The game is a basic platform romp where you start with three lives and a club. From here, you must complete each level on the island within a set time limit or lose a life. There are a number of rocks lying around the place which, when hit, will reveal a surprise. This can be anything from extra bones to something deadly. The bones come in very handy as these can be traded in at a shop. Three lanes will appear after 2-3 levels on each island, each one leading to a different shop. Entering one will allow you to buy such things as a more powerful club or an extra life to various magic spells.

After completing each level you'll have travelled through a mile of the island. Most islands consist of 4-6 miles (or levels). A boss or two will need to be confronted on each island, but these are very easy to defeat. Just keep throwing rocks and jump over their



PUBLISHER	PRICE
<b>GRAPHICS</b>	
*****	72
<b>SOUND</b>	
*****	74
<b>PLAYABILITY</b>	
*****	78
<b>RAVEN GRAVES</b>	
 The Raven logo, featuring a stylized raven perched on a branch.	 The Graves logo, featuring a stylized grave with a tombstone.
 A screenshot from the game showing a dark, atmospheric scene with a character in a red coat.	 A screenshot from the game showing a dark, atmospheric scene with a character in a red coat.
 A screenshot from the game showing a dark, atmospheric scene with a character in a red coat.	 A screenshot from the game showing a dark, atmospheric scene with a character in a red coat.
<b>OVERALL</b>	
<b>76%</b>	

**Billie Bauchis** (Age 14) - Billie is average, platform game. Once you get hooked on the game, you'll stay hooked until you complete it. - DG.

# JUNGLE BOOK

**ESTATE GROWN PLATED DRAMA**

### 4 PLAYERS



ANSWER TO THE QUESTION OF WHETHER THE EARTH IS MOVING

and a young chap called Mowgli. In the game of the movie you take the part of this athletic man.



# THE ETERNAL CHAMPIONS



PART 4



THE CYBER-DOME, 2345. SIX ETERNAL CHAMPIONS, MISTAKEN FOR FIRST-TIME CYBERFIGHTERS, MUST BATTLE EACH OTHER AS THEY SEEK THEIR ESCAPE.



IN  
YOUR TIME  
YOU BELIEVED  
WOMEN WERE THE  
INFERIOR SEX,  
YES?

GAKK!  
HEY!  
EASY!

BUT THIS IS  
THE FUTURE. LET ME SHOW  
YOU JUST WHAT THIS  
LADY CAN DO

AGGH!

TOKYO, 1994. SHADOW, SLASH AND  
BLADE ESCAPE INTO THE VAST  
NAKANO INDUSTRIES COMPLEX

NOW WE'RE FREE, WE HAVE  
THE CHANCE TO STOP NAKANO  
DEVELOPING BIO-KEY  
TECHNOLOGY.

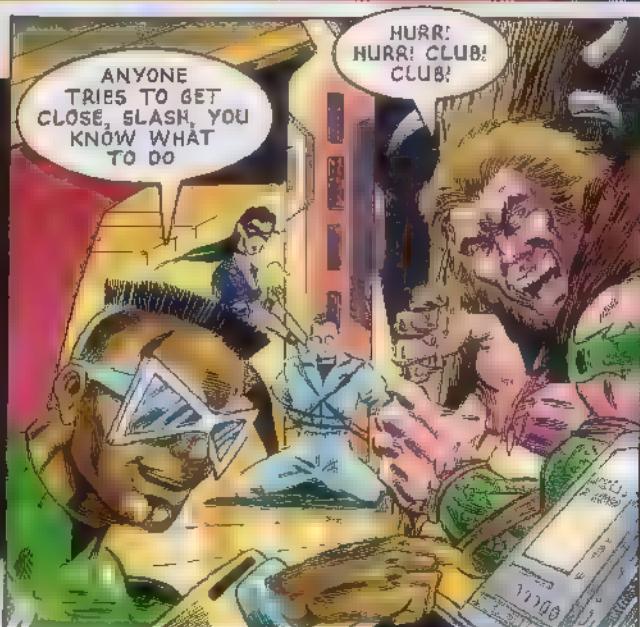
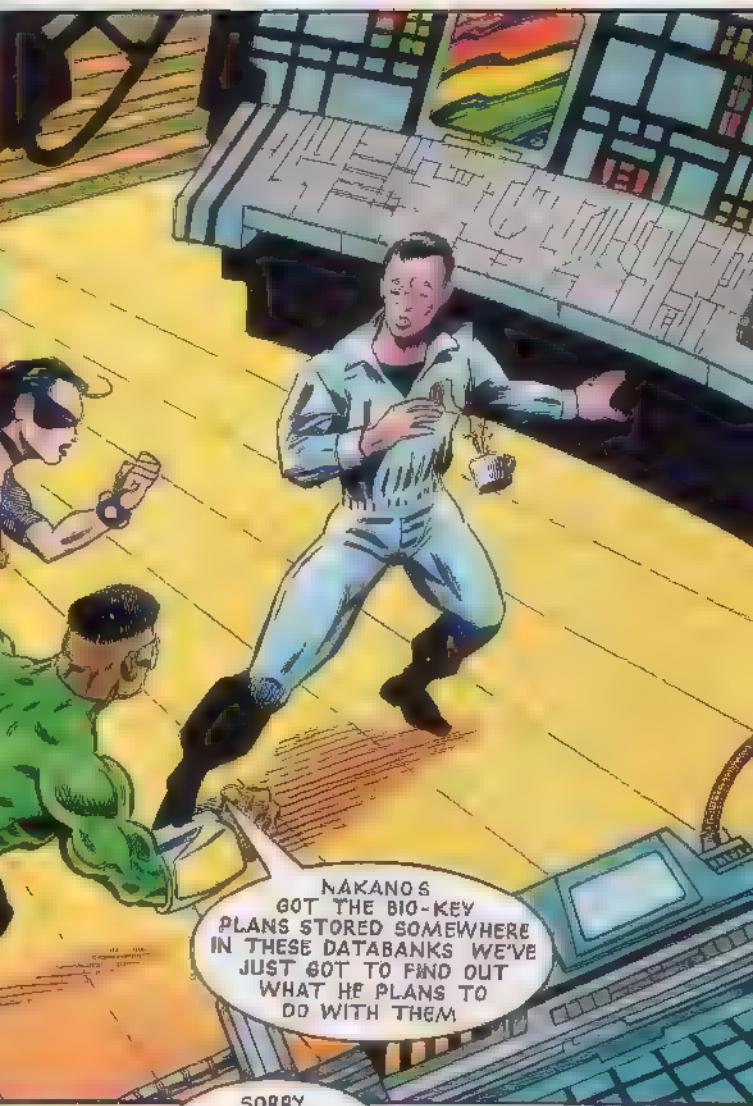
STOP!

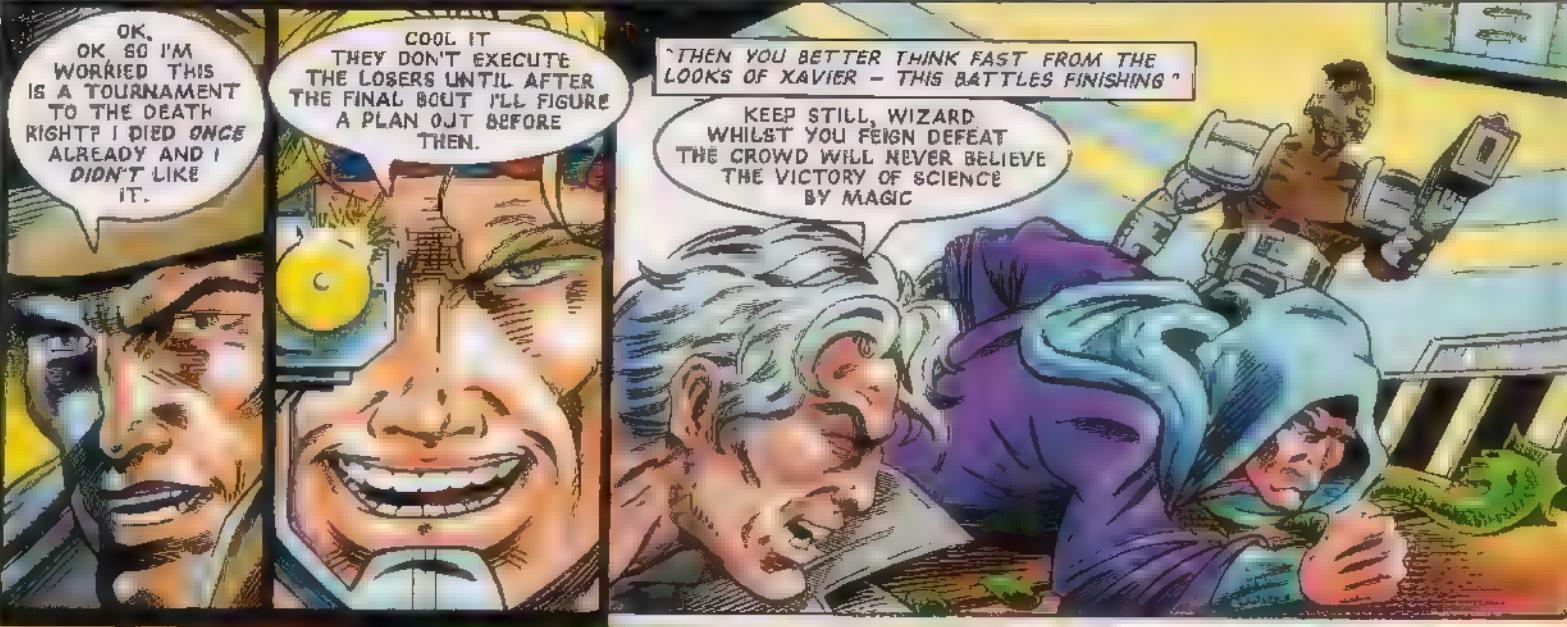
THOUGH  
THEY SHALL NOT  
STAY SECRET  
FOR LONG

EARGH!

IT IS NOT  
SO SIMPLE NAKANO  
HAS MANY SECRETS  
TO HIDE.

OOOF!







NEXT ISSUE THERE'S NO PLACE LIKE DOME

# NEWS



## JOYSTICK TO BECOME MAJOR PLUNTER

### ALL THE HITS AND MORE!

#### Stack 'em high in the Mega Drive Jukebox

LATEST WONDER JUKEBOX TO DROP OVER TO THE SKY. BY SCOTT IS SONGS AYER WITH PLENTY OF DASH TO THE VIDEO JUKEBOX.

The VJ-S is the latest in a long line of devices that is the joy of the day. This time it's a joy connect to our Mega Drive and switch from CD player to game pad at the press of a button. No more getting out of your chair and waste time with those fussy buttons, just sit back, a game is on tap whenever you need them.

For the dedicated gameplayer seven VJ-S units can be easily chained together offering prospects of up to 64 or more game pads being simultaneously accessible.

A though currently being used in bars and stores - primarily demonstration purposes - the Video Jukebox will be on sale to the general public by May. The £600 model will be on sale along the VJ-S's colour, they hope to have the VJ-S

on sale by June at the street price of £350. Yet to be confirmed october price is £400. To be in the £450-£500 range. Get ready to rock indeed.

#### "Wonder" Jukebox brings in new style of gaming fun

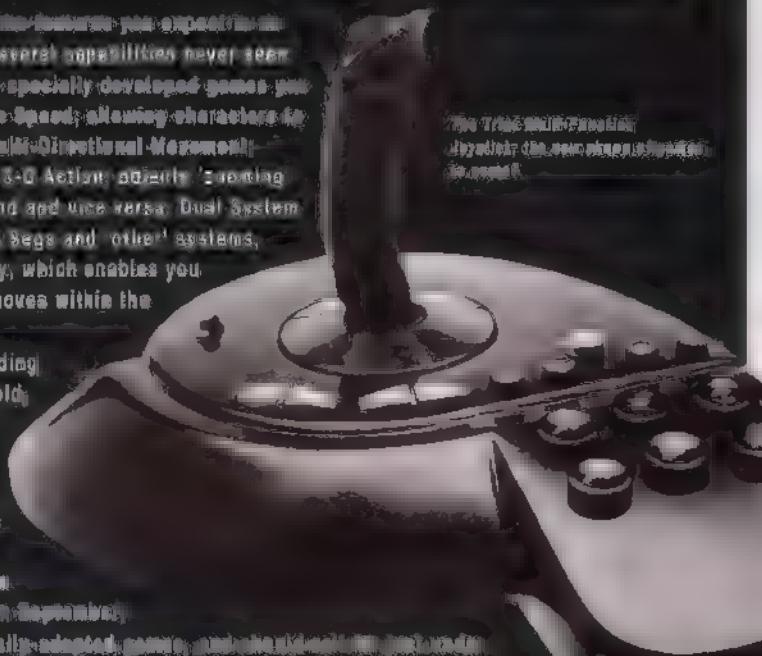
Now joystick - although boasting a special feature - don't usually enter the way a game is played. However, get ready for a gaming revolution when the Triax Multi-Function Joystick hits the market later this year.

The new joystick, unlike the humble pad, offers an advanced controller; other special capabilities never seen before in such a device. With specially developed games you get features such as Variable Speed, allowing characters to move slow, normal or fast. Multi-Directional Movement - objects moving at any angle, 3D Action, objects moving from background to foreground and vice versa. Dual System Capability, compatibility with Sega and other systems, and Patented Programmability, which enables you to store special or multiple moves within the controller.

Top software houses including Electronic Arts, Virgin, US Gold, Ocean, Tengen and Sunsoft are already working on games that will support the Multi-Function Joystick's revolutionary new options.

The Triax Multi-Function Joystick will hit UK shores in September, along with some of the specially-adapted games. £45.00 more details as big gets theo

the true multi-function system the new joystick is called.



# WE THREE VIKINGS

The Lost Vikings turn up on the Mega Drive

The Lost Vikings, Oisif The Stout, Erik The Swift and Balrog The Brave, have been kidnapped by an alien zoo-keeper called Tomator. In their attempt to escape, the trio end up on a dangerous journey through 41 levels spread across five time zones.

To complete a platform and puzzle-packed level, Oisif, Erik and Balrog have to make the most of their special abilities whilst working together. For example, Erik is not only fleet of foot, he's the only character who can jump and Oisif's multi-functional shield makes a handy platform (and a parachute for that matter). Balrog has a sword and a bow with arrows which he can use to shoot and activate switches from a distance.

Interplay's computer versions of the Lost Vikings picked up a strong cult following when they appeared last year, and Virgin's improved Mega Drive conversion (with a better control system and more levels) is likely to do the same when it is released in April.

Incidentally, work on a sequel is coming to a close

but don't expect to see

anything on the Mega

Drive until 1996



## HOT THE HORNY

Normy from Electronic Arts is a side-scrolling comic-platform game available on the Sega Mega Drive.

Star of the show Normy works part-time for a law firm named Push Down & Turn, and he has the unenviable job of delivering summonses to a variety of strange characters who date back to different eras starting from prehistoric times. Each level of the game contains a variety of wacky characters such as caterwauling punks who spray-paint their lime spray-painting. Normy is able to gain extra lives by collecting such items as Dr B and Cream Soda and bandages. However, Normy tends to lose his strength when he is given marching orders by his employer.

Normy, which was released in March, is from the same producer as Toe Jam & Earl and costs £44.99.



## SHORT BURSTS

### RACE FOR THE MEGA-CD

Quality games are at last beginning to appear for the Mega-CD. The latest is Mindscape's *Mega Race*. It's a racing simulation, set in the future and developed by French team Cryo. The scenery and vehicles have been designed on high-powered graphics computers and successfully cut-down and converted to the Mega-CD format. The results are undeniably pretty, unlike any other Mega Drive or Mega-CD racing title to date, but we won't know until May how it plays.

### MORE SPORT FROM SENSIBLE

Sensible Golf - the follow-up of sorts to Sensible Soccer - has been signed up by Virgin Interactive Entertainment. Sensible Software are already working on the Amiga converter first, but given the success of Sensible Soccer for the Mega Drive, the team are keen to convert it to our favourite console (but don't expect it until about the beginning of 1995). Fingers crossed.

### SPOT THE COOL STAR

Cool Spot, the cool, em cool spot who starred in - eh - Cool Spot (from Virgin) will be returning to your Mega Drives at the end of this year in a new daper called *Spot Goes To Hollywood*. All that's known so far is that it's going to be a different battle of *Heads*, *Heads* before it's tuned to... this channel for further details.



# DON'T KISS JUST TALK

By now most fair<sup>2</sup>, of you should be aware of the eagerly awaited **Sonic 3**, which is now on sale.

However, how many of you hard-nosed Boomers have sported the pop group Right Said Fred in Sega's recently launched Pirate TV advert segments?

STC was commanded to meet the band and Deborah Tate was sent to find out their preferences for hair remover and video games

arrived at the Rhythm Club  
Find the band who have  
shared equal success at  
home & abroad with his like  
in Tea Sets and Decks  
They bring photographs  
Singer and I assume must  
be their manager and who  
pays an uncanny resemblance  
to Eric Clapton. While  
Carling is standing beside  
lead singer Richard Farbrass.  
In his persona, Farbrass  
is a real tough guy and nothing  
he knows about rock. The  
manager makes it very  
easy for the band to play.

here's a good reason why it's a B.M. Carl J. O'Key, they're a bit  
A according to R.S.F. Sega looking for a band with a mix of street  
left or right  
"I'd Marcelli, Fred Fairbrass  
2 Ward Fairbrass  
Sonic 3  
R.S.F. and the Criminal Action  
process to make the song of  
what makes the club part with  
the money these days. R.S.F. did a  
song called "Wanderlust" the  
track from the album "Star And  
Tango" with the  
addition of people  
commer is the

INTERVIEW BY DEBORAH TATE ■ PHOTOGRAPH BY STEVE COOK



Bratmasta's Wordie man Day - 1985-61-0 16 March 1989  
SUGGESTED SICK BOY OR BECOMING ANOTHER JOHNSON'S BISTERING  
A SICK DAY KNEW IT THEIR FIRST TO PASS THIS YEAR  
BUT PASSED THE DAY SICKENED BY THE PRESSURES OF DOING NICE GAMES  
WHEN DROWNING AND HAD A PREFERENCE AT THE MOMENT FOR CLOTHES  
FOR THE LITTLE RGA TEE OFF SOZ ? AND MOST DREW DOWN WITH  
86 FORMS THROWN OUT ON THE GOLF SWINGERS TO WHAT GOLF IS MORE  
OR LESS A BIGGEST LESSON THAT A PROMOTION FOR THEIR SWING SWING SWING ?  
A FEW HOURS LATER ? THE ISSUE THAT RICHARDSON GET OVER HIS DOOR  
WITNESS TO POINTS SPARKED A FIGHT IN THE CLASS  
SYNDICATE THE SOURCE OF HUMOUR SUGGESTS IS THE CONFRONTATION  
BETWEEN JOHN CAMPBELL AND THE SSU DUE TO STANDING A COUPLE  
MEN IN THE CLOTHING LINE COMPETING FOR THE BRASS BANNERS IN THE  
SHIMMERSHAKES AS THEY SHOT MEANWHILE COULD NOT FIND THE ANSWER  
TO WHY - COULD IT BE THAT MANZO SHOWS US A DIFFERENCE IN THE  
WORLD OF THE BUSINESS LINE APPROVAL FOR HER ANATOMY HOPES > TURNED OUT  
THE FREE GOLF ON THIS ISSUE TO GET THE BRAIN IN THAT LINE OF  
CAREERS OF THE DAY BEFORE THE ALFRED ROCK AGAIN TO ANOTHER ONE  
OF THE LAST TO TRANSFER

A - FT SHAFT IN THE NEO  
ZEED BUILDING, TOKYO

A NINJA MASTER JOE MUSASHI  
HAS COME HERE LOOKING FOR  
THE KIDNAPPED NAOKO AND  
FOUND ONLY DANGER

# Shinobi

ART OF WAR

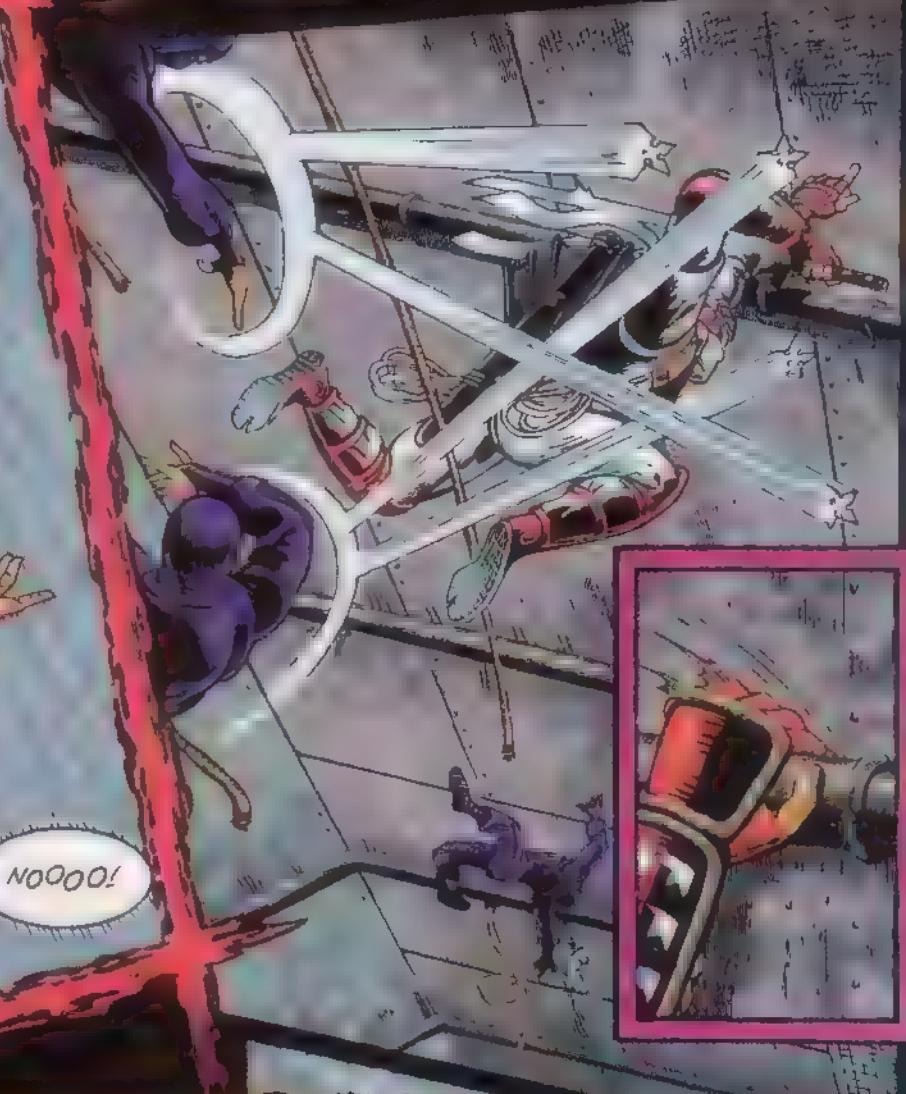
THEY  
MUST HAVE  
ORDERS TO  
TAKE ME ALIVE  
OR THEY'D HAVE  
CUT THE  
CABLE ABOVE  
ME

THERE  
IS ONLY ONE  
STRATEGY THAT  
WILL GET ME  
OUT OF  
THIS...

SNIK

NINJA

NO...



MOUNT HOTAKA,  
FIVE YEARS EARLIER

MY SENSEI WAS NOT  
BAMLAH, BUT A PERSANT,  
A FARMER. HE WAS NOT BORN TO  
BUSHIDO, THE WARRIOR'S WAY, AND  
WAS NOT HAMPERED BY ITS  
CONSTRICIONS

"HIS FAVOURITE TECHNIQUE  
WAS SOMETHING HE CALLED  
'THE CHICKEN STEP'."

"MY SENSEI REASONED THAT  
IT DID NOT MATTER WHAT AN  
ENEMY MIGHT THINK OF YOU

"YOU, PERSANT. WHY  
DO YOU CARRY A SWORD AGAINST  
THE LAWS OF THE SON OF  
HEAVEN?"

"RUN  
WILL YOU,  
DOG?"

"SO HE WOULD CONTRIVE  
TO RUN AWAY..."

"AND THEN STOP SUDDENLY  
SO THAT THE ATTACKER WOULD  
BE TOO CLOSE TO DEFEND HIMSELF."

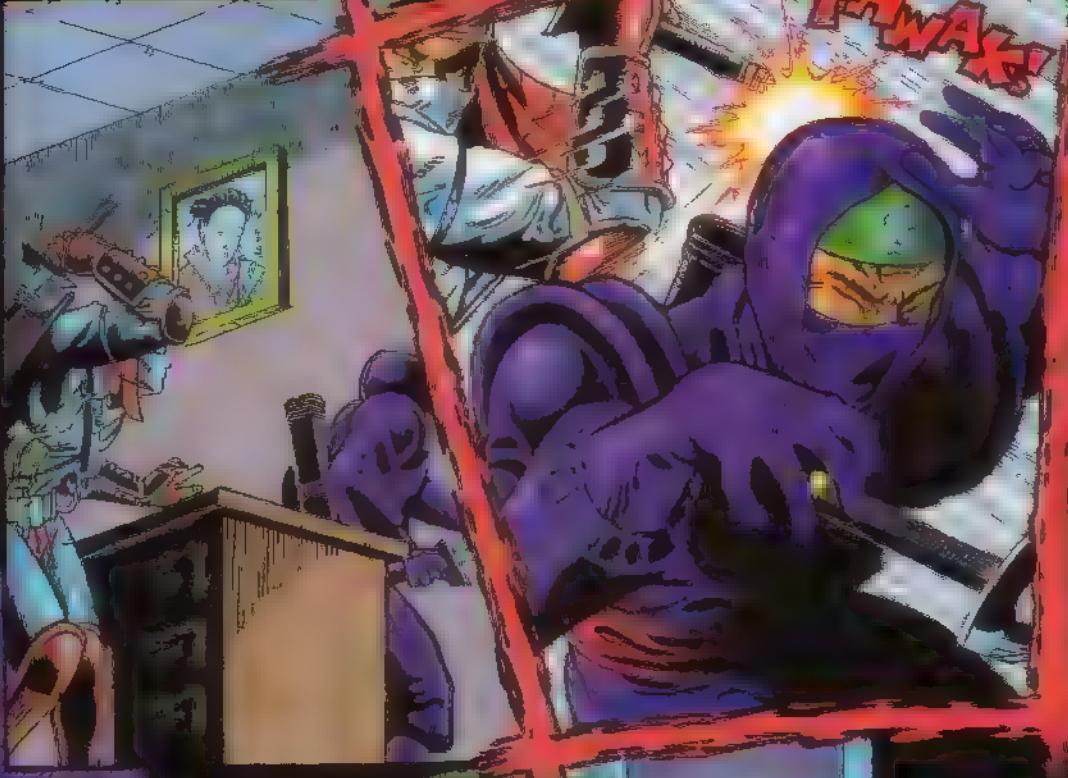
"ALL THAT WAS IMPORTANT  
WAS THE WINNING."

"STOP I  
COMMAND YOU."

"AND I  
OBEY"

"PARK!"

- TOM HANKEY



WE THOUGHT  
YOU'D GOT LOST AGAIN,  
KENJI!



TRY  
TO KEEP UP  
THIS TIME



KENJI GO  
THAT WAY AND TRY  
NOT TO TRIP OVER YOUR  
OWN FEET!

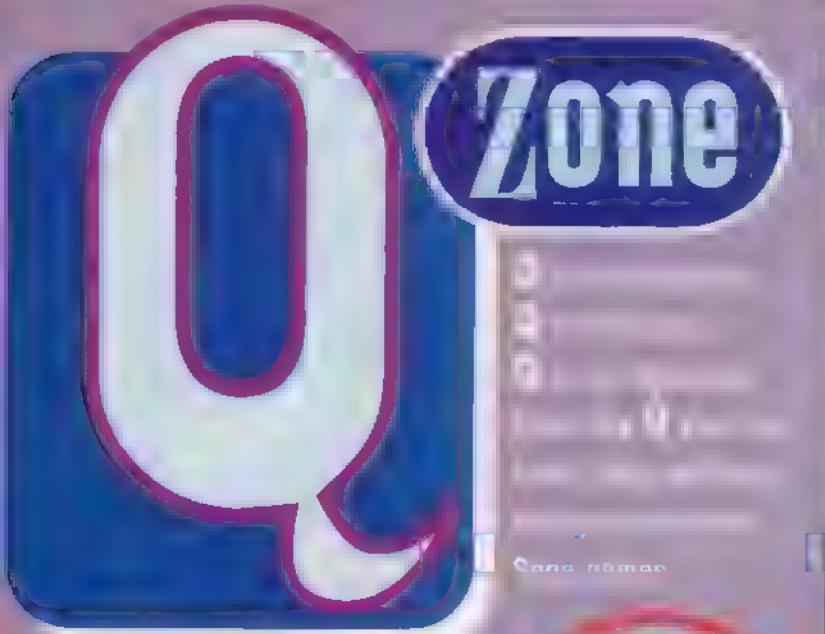


MURASHI WONDERS WHY HE  
HAD TO PICK THE WORST NINJA  
IN JAPAN TO IMPERSONATE

THEN HE WONDERS  
WHETHER HIS  
IMPERSONATION WAS  
AS SUCCESSFUL AS  
HE HAD BELIEVED.

KLNGG!

NEXT ISSUE: LIKE A RAT IN A TRAP!



**Q.** I am having great difficulty with Sonic 2. Please can you offer me some cheats for the game?

Philip Banks, Loughborough, Leics. Edwad Briony, Summersfield, Nr Boston, Lincs. Robert Gedson, Plymouth, Devon (to name but a few).

**A.** There's been sacks of mail coming in from Boomers requesting the Sonic 2 cheats so I stand by. Here's the complete list of cheats on a) Sega formats for you lucky people:

• Collecting all the Chaos Emeralds is much easier than you may think. In fact, it's relatively simple when you know this cheat: Collect 50 rings then proceed to the bonus area. Pick up the emerald and reset your Mega Drive. Now, go to the options screen and press Start. You'll enter the game as normal, but you'll also have the emerald you collected still in tact. Just repeat this procedure seven times and you'll have all seven emeralds.



• To get a level select, go to the options screen and enter the sound test - Play sounds 13, 15, 09 and 17. Now reset the machine and hold down A while pressing Start on the title screen. Megamania can go onto any level you want.

• Want to turn Sonic into the yellow Super Sonic who moves even faster than the blue version? I thought you might. First, do the above level-select cheat, then play three times on the level-select screen (M, 00, 02 and 06). Select your starting level and press Start. Then, press Start again and hold C together to transform him into Super Sonic.

• How about starting the game with 14 continues? Just go to the Options screen and play the following times: 13, 05, 06, 13, 04, 04, 04 and 04. Next, highlight Player Select and press Start. Megamania begins on level one with 14 continues.

• You can always rearrange various things around the screen by fiddling with the level-select cheat. Next, enter the following code using the 'Hold + Test' option on the Level Select screen: 01, 03, 05, 02, 01, 01, 02 and 01. The more observant among you will notice that this spells out the date for 'Thanks Today' (20/02/94), that memorable day Sonic 2 was unleashed on the world.

• Select the stage that you want to start from and hold down A and Dash. You may notice the score is corrupted, but don't worry as this won't affect the game. Pressing D will change Sonic into part of the furniture. The A button enables you to go through the objects so you may place anything from a spike to a ring or a corner, whilst selecting B will place the chosen object into the game. If you want to return to the game just press B. Phew!

**Q.** After spending several hours on Sonic 2 for the Mega Drive getting right up to the Death Egg Zone with loads of lives and continues, I keep getting killed off by the giant Roboark. Is there a way of stopping this?

James Hartling, Name Day, Name: Sarah Graham, County: Tyne and Wear, Name: James Jennings, Co.: Down, Northern Ireland

**Q.** This is the second most popular question: BIG Boomers bombard us with 100s at a time if you have trouble with this final boss, but here's how comes the easy solution to end Roboark's reign.

For instant extra points on this level as there's a hidden secret bit and you're history. When Roboark flies into the air, run to the extreme-left of the screen. Wait until he looks at you with his yellow target, and then move to the extreme-right of the screen. When he looks at and bends his knees, immediately jump up and hit him once, then run quickly to the extreme-right. When he fires his arms at you, crouch down to prevent them hurting you. Keep repeating this and he'll eventually be destroyed.



**Q.** I am stuck on the Metropolis Zone on the Mega Drive version of Sonic 2. I keep getting killed by Doctor Robotnik. Do you



have any tips to offer me?

Luke Foxley, Cornwall.

Rachael Anderson, Bolton, Manchester

A. The Metropolis Zone is one of the most difficult to get through. Doctor Robotnik strikes again and here goes an explanation on how to get rid of him.

When you see Robot X you notice there are spinning bubbles surrounding him. Try to time your attack so you strike him when there are no bubbles to block your way. Then concentrate on attacking the craft above. Don't worry about the mirror images of the craft because they explode in one impact. After several hits you will have destroyed Robot X.

Robofolk that is sort of the next level



- Unfortunately, there are fewer cheats for Game Gear owners compared to those with Mega Drives. However, do have a level select for

you. When a screen appears featuring both Son.c and Ta is running, press Down and Left. Now hold buttons 1-2 and Start until the title screen appears and you hear a ringing sound. Release everything and press Start to bring up the new secret option. Easy really!



I'm afraid there's just one level select available for Master System owners too. However, I will help you to discover all those levels.

hidden away. To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left Diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping both of the above mentioned pressed on your joystick, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice and the level select screen will appear.



I have a Master System and am having trouble with the Super 2 game. When I get to Sky High Zone I can't control the hang glider. Please tell me how it's done.

**Rebecca Evans, Queens Drive,  
Bedford. Chris Tate, Falmouth  
Devon.**

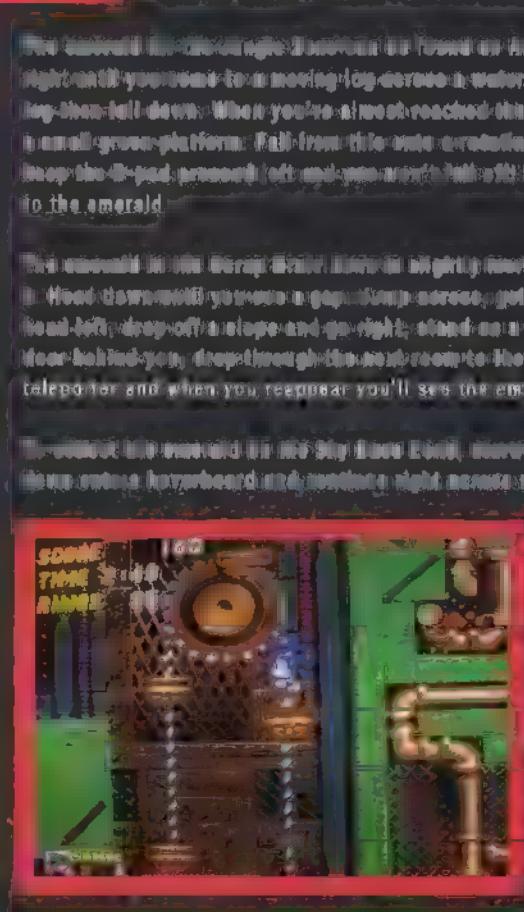
A. Another popular question from STC readers. Here goes with an explanation:

The hang-glider is quite tricky to master, but once learned it's as easy as standing up. Before getting onto the hang-gliders take a run-up to it first as this gives you more time once you're in the air. Keep pressing left on the D-pad and release as this makes the glider go up, as well as slowing it

How do you make sure the new software gives you a good starting place to set up the new platform easily? The key is to start by getting the initial set-up. The faster the pace you go through setting up, the faster you'll get to the end. Most importantly, when the dependencies frequently change you will follow a guide to give you down-to-date help.

**Q:** Power-Beast 4 has the Master System game area and need help in getting some of the Chaos Emeralds. How do you get the egg in the Jungle Zone, Scrap Brain Zone and the Sky Base Zone?  
**A:** Richard Johnson, Warwick, Warwickshire  
**A:** Jason Raybone, Lanesfield, Wolverhampton

playing it again to relive those fond memories.



For the second part of the challenge, you must go up the stairs, go right until you come to a moving trap door in a waterfall, jump onto the log, then fall down. When you've almost reached the bottom, go left onto a small green platform. Fall from this onto a rock ledge in the river, and keep the G-pod pressed left until you reach the first chest, which contains the emerald.

The moment in the description when it gets most intense is when you turn left you run a gap junction across, get into the 10th position, beat-left, drop off a step and go right; stand on a button to close the door behind you, drop through the wall except to the floor, and right long taleo for and when you reappear you'll see the elevator!

The second is provided in the following table. Both these approaches will be used to evaluate how much uncertainty exists in the way energy flows between

until you reach a blue step. Jump left onto the roboboard and roll right onto the platform to pick up the energy.

If you want to know where the emeralds were for Sonic 2, then check out SFC 17 for all the info you require.

# WONDER BOY

in  
DROW WORLD  
part 1

AFTER DEFEATING GRIMOMEN, THE DEMON LORD IN DEMON WORLD®, SHION THE WONDER BOY TRAVELS TO THE SKYROCK MOUNTAINS WHEN HE HEARS THEY ARE HAVING TROUBLE WITH STRANGE GHOSTS. AS HE NEARS THE SKYROCK MOUNTAINS HE'S ATTACKED

BLAZES!  
GIANT GHOSTLY  
FLYING LIZARDS!

\*SEE STC NO's 2-9 - MEGADROID

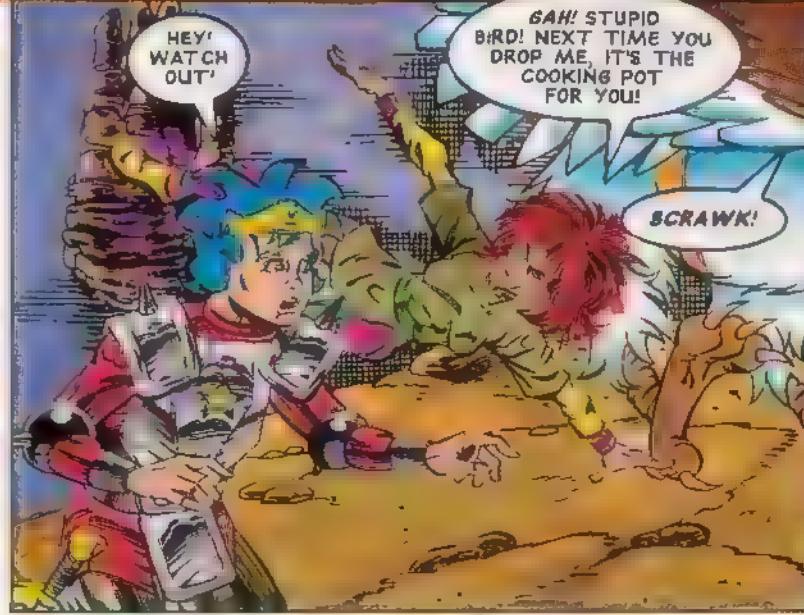
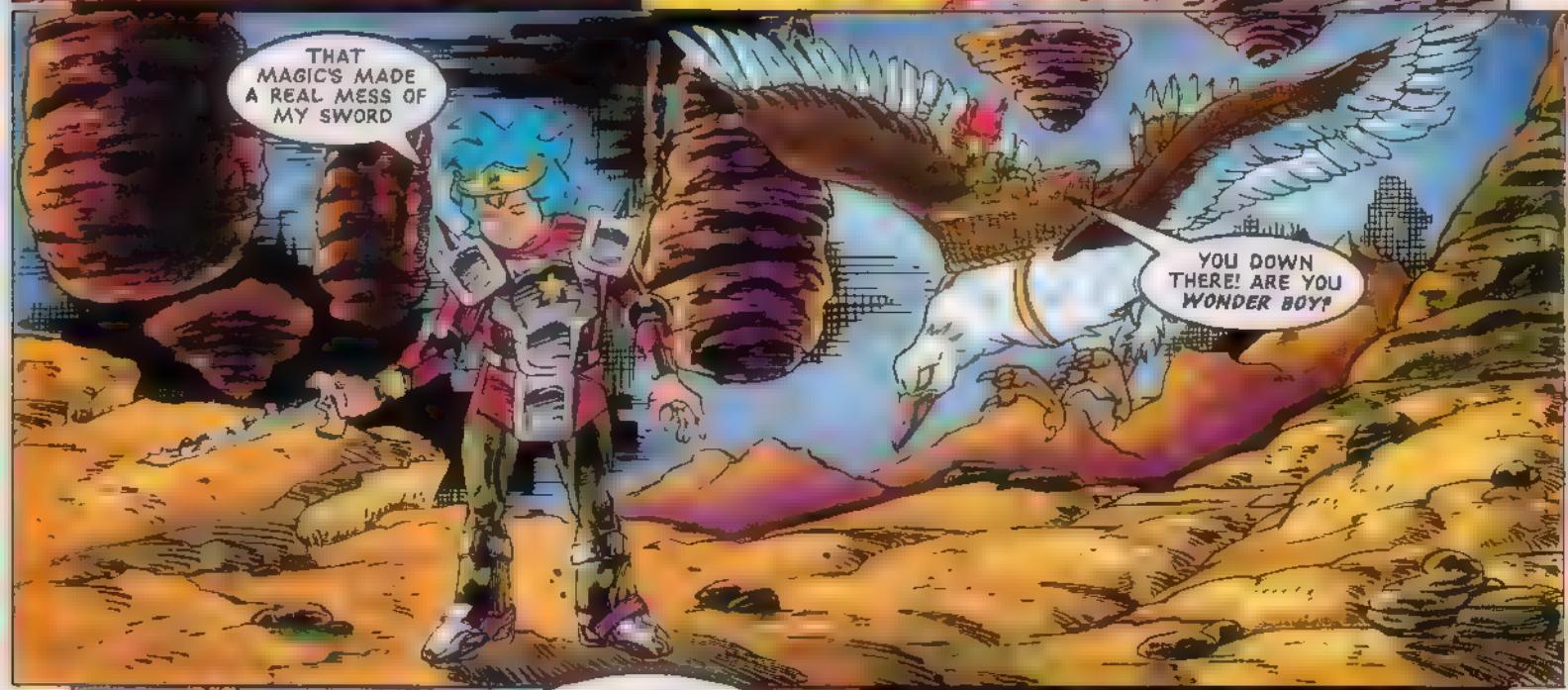
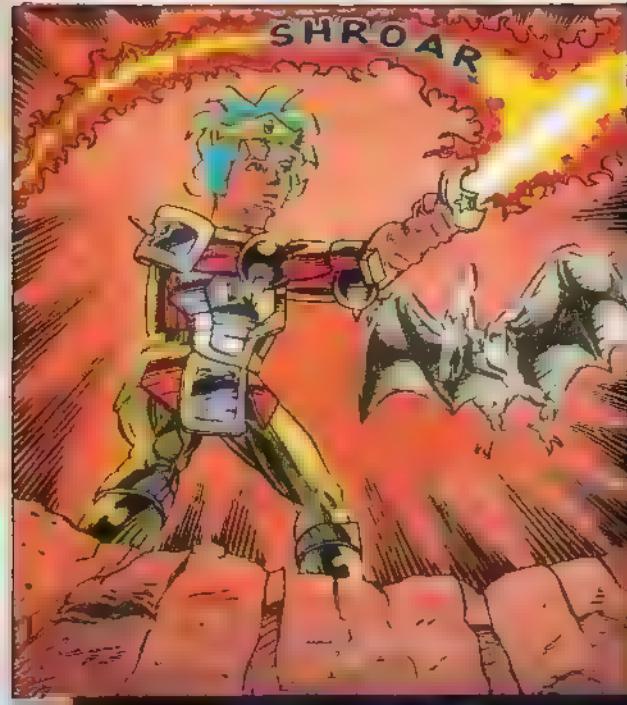
THERE'S  
TOO MANY OF  
THEM

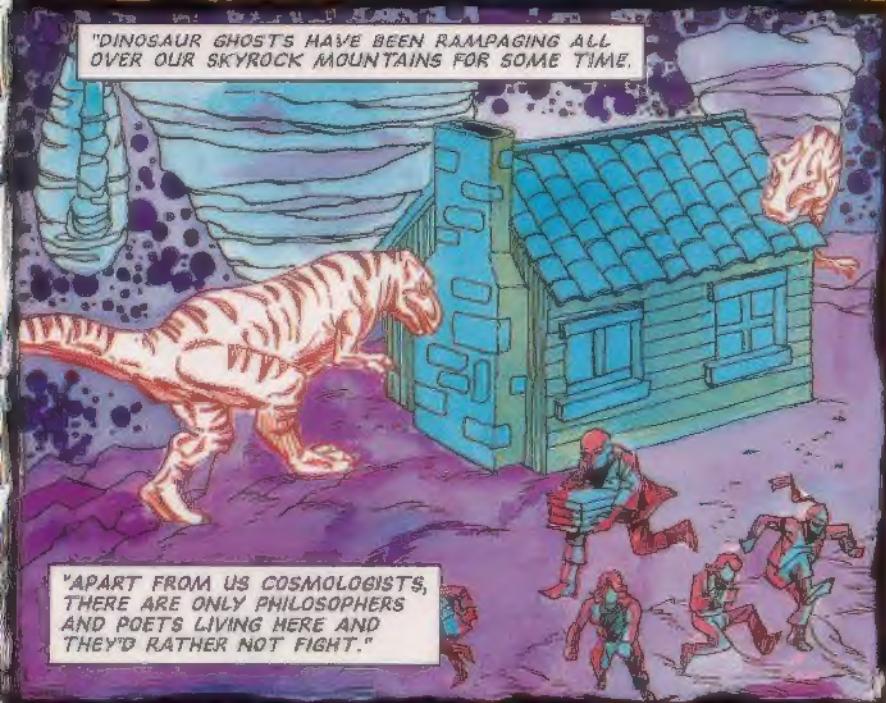
YUK:  
WHAT ARE  
THEY MADE  
OF?

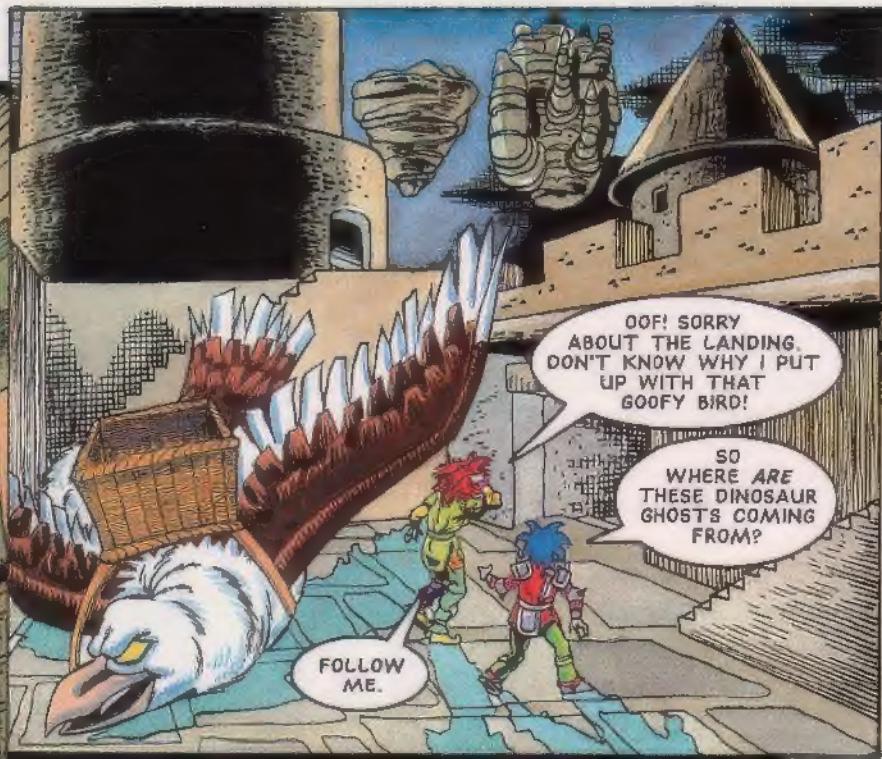
MY  
SHIELD!

HOPE  
I'VE GOT  
ENOUGH MAGIC  
LEFT

LET  
MAGIC APPEAR  
AND SPELL ME A  
FIRE SWORD







NEXT ISSUE : INTO THE GHOST WORLD!

# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segosational prize! Megadroid rejects their drawings cannot be returned or correspondence deleted into.



## Info Seeker

Dear STC,

I would like to suggest a few ideas for the future:-

- When will it be possible to order back issues of STC?
- Cards were previewed back in issue 3 - could you offer these for free gifts?
- Why don't you print cheats and profiles on one side and a poster on the other.
- Why not put more than 36 pages in each issue?

Chris Candler, Allestree Park, Coventry.  
Sonic Water Fun Game Winner.

1. You can order back issues of STC from the very next issue, Chris. Aren't you excited?

2. The Sega cards in STC 3 were not produced by us. However, watch out for your free *Festival Champions* stickers also in the next issue they're from the same company that made the cards.

If it's posters you want check out *Sonic The Poster Mag.* Issue 3 now on sale.

Good idea, I'll just suggest it to the humes-who-think-they're in charge. What? No, it wasn't my idea! Wait - what are you doing with that spanner? Hey, homes, I know how busy you are already, so...stop!



## If You Ever Go Across...

Dear STC,

I have heard of the Sega buses travelling around the British Isles but I haven't heard of any in Northern Ireland. Do Sega plan to bring their buses over here because there are lots of Sega owners who would like to see them? If there are already arrangements for this, could you tell me where and when they will be coming over?

Carl Wright, Co. Tyrone, N. Ireland.  
MD owner.

Sonic Water Fun Game Winner.



Unfortunately, Carl, as this issue was going to press the Sega bus programme for 1994 hadn't been finalised. However, STC will bring you details as soon as possible.

## Sonic 3 for MS/GG?

Dear STC,

Can you tell me when *Sonic the Hedgehog 3* is coming out for the Master System?

David Walton, Colwyn Bay, Clwyd.  
MD & MS owner.

Sonic Water Fun Game Winner.

 Our pals at Sega aren't saying anything about *Sonic's* next appearances - 8-bit or 16-bit, David. However, they did hint that *Sonic* fans would have something to smile about later this year.

## Wonder-ing

Dear STC,

When is *Wonder Boy* returning to STC? Please let me know because I am looking forward to the next story.

Aaron Turner, Ferryhill, Co. Durham.  
MD owner.

Sonic Water Fun Game Winner.

 *Wonder Boy*? Coming back? No, I don't think so - wait, what's that new story at the back of this issue?



**THE HILL ZONE GAME**  
Keith Webb, Stoughton Lane, Leicester.  
MD, GG, MS owner.  
Sonic Water Fun Game Winner.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segosational-prize! One of these fabtious *Tomy Sonic The Hedgehog Water Fun Games* can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well...

The *Sonic Water Fun Game* is just part of a range of megatious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



**NEXT ISSUE!**  
YET ANOTHER  
**FREE GIFT!**  
STICK IT TO THE CHAMPIONS WITH  
**ETERNAL CHAMPIONS STICKERS**



A free starter set of Panini's new Eternal Champions sticker collection plus a chance to win complete sets and albums

# PLUS!

## SONIC

TAKES ON THE PIRATES OF THE MYSTIC CAVE!

### ETERNAL CHAMPIONS

BATTLE IN THE PRESENT AND THE PAST!

# AND!

## SHINOBI

## WONDER BOY

CELEBRATE EASTER WITH DOCTOR ROBOTNIK IN

# Sonic The Comic 23

ON SALE SATURDAY 2nd APRIL £1.10

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/21 Tavistock Place,  
London WC1H 9BU

## WHO ARE YOU?

Tell us your name, age & address.

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

AGE: \_\_\_\_\_

## HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME: \_\_\_\_\_

SCORE / ACHIEVEMENT: \_\_\_\_\_

\_\_\_\_\_

SYSTEM: - (please tick)

MD  MS  EG  MCD

## GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK \_\_\_\_\_

would make a great comic strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

HOW DO YOU RATE ISSUE 22  
OF STC?



0%  
0%